Overcall

First level overcall occasionally on good 4crd
Response: 2 in opener's suit is 10+ HCP + 3+crd support
Response: 3 in opener's suit is 7-9 HCP + 4crd support

1NT overcall

In 2nd position 15-18 HCP, 4th position 11-14 HCP, system on
After (1x) 1NT (2x): Transfer-Lebensohl
After (1x) 1NT (dbl): transfers from rdbl with 5crd

Jump overcalls

On 2-level: Pula2 (see opening bids), 2♥/♠ with 5+/4+ (5+ if in opener's suit), (1♣) 2♦ = multi if 1♣ is artificial and/or forcing, otherwise: 5/5 in both majors and constructive
Other jump overcalls according to rule of 2/3/4
After (2x) dbl (pass): Lebensohl (also after dbl in 4th position)
2NT: weak with minors; (non)leaping Michaels (after preemptive openings + answers)

Direct cues

Vuln. max. 4 losers, non-vuln. max. 5 losers, 4th pos. Weaker, but (1♣) 2♣ = Pula (see 2-opening) and
(1♦) 2♦: 5/5 majors constructive, then 3♣ ♥sup, 3♦ ♠sup
(1♥) 2♥: 5/5 with ♠ and 2nd suit
(1♠) 2♠: 5/5 with ♥ and 2nd suit

After 1NT

Against **strong** 1NT: in 2nd position robust, in 4th position possibly weaker: Pula2 (see opening bids). Dbl = 15+ HCP, thereafter system on. 3X = weak. First dbl and own suit afterwards = 17+ HCP and 6+crd.
Against **weak** 1NT (at most 14 HCP): Pula2 (see opening bids). Dbl = 12+ HCP, thereafter system on. 3X = 16+ HCP and 6crd. First dbl, then suit afterwards = 20+ HCP and 6crd

After preemptive opening

Dbl: through 4♥ competitive
(3m) 3M (pass): 4♣ slamtry in M, 4♦ pick a game

After strong 1♣ opening

1♥: 5crd ♠; 1♠: 5crd other suit, then 1NT asks
dbl: 4-4 majors; 1NT 5-5 minors

After multi opening (also after 2♦ (pass) 2♥ or 2♠)

4♣: 5crd ♥ + 5krt minor with strength; 4♦: 5crd ♠ + 5krt minor

After take-out double

rdbl: 10+ HCP; 1Y: 6+ HCP, forcing; 2Y (no jump): 10+ HCP, forcing; 1m (dbl) 2M: 10-11 HCP with 6crd; 1♥ (dbl) 2♠: weak with 6crd; 1♣ (dbl) 2♦: minimulti (0-7 HCP with 6crd ♥/♠); (1x) dbl (2x): then Lebensohl; (1x) dbl (pass) 1 or 2m: then same level correction

Leads and signals

Leads

	First lead	In partner's suit
trump	1st, 3rd, 5th and MUD	1st, 3rd, 5th
NT	low encouraging	low encouraging

Indicative, partner may deviate; errors and carelessnesses occur

Leads

lead	against trump	against NT
A	AK(x)	AK(x)
K	KQ(x)	strong king
Q	Qx, QJ(x)	AQJ(x), QJ(x)
J	J10(x) or KJ10(x)	J10(x), AJ10(x) or KJ10(x)
10	109(x), K109(x) or Q109	109(x), K109(x) or Q109(x)
9	1st, 3rd, 5th	1st, 3rd, 5th

Trump lead and following trump may be Lavinthal

Signals

trump	partner's lead	declarer plays	discard
1st	low = encouraging	low = even	Roman Lavinthal
2nd	idem	idem	idem
NT			
1st	idem	idem	idem
2nd	idem	idem	idem

Lavinthal when switch obviously is needed or when giving partner a ruff

Doubles

Take-out doubles through 4♥. Against 4♠ optional
Lead directing doubles against artificial bids
Support(re)doubles for ♥ and ♠
Double on slam or 3NT calls for lead in highest suit not bid by us

Convention card

Arie Teeuw NBB 8250405, VBL 31614
Otto van Schravendijk
NBB 7490353, VBL 32599

21 October 2026

Summary

General approach

Basis is 5crd major and best minor (3+)
2/1 is GF

Deviating opening bids on 2-level, 2nd level jump overcalls and 2nd level overcalls after 1NT

Overcalls and support bids in a competitive auction may be very weak when not vulnerable against vulnerable

After opening of 1♥ or 1♠ is 2♦ either GF with 4+crd ♦ or 5-7 HCP with 3crd in opener's suit

Special

After our double against opponent's two-level opening bid we use Lebensohl. We also do this after a reverse bid by the opener and also after 1X (2Y) pass (pass) dbl (pass). After 1NT (2X) we play Transfer-Lebensohl

We play at the club at Interbridge and De Denktank in Arnhem and teams competition at Interbridge and at Riviera in Antwerp

Openings and answers						
	Art?	Min.	Meaning	Answers	Further bidding	Further remarks
1♣		3	11+ HCP; with 4-4 ♣/♦ we open 1♦; with 5-4 ♣/♦ we open 1♦ if rebid problem looms	Walsh (also after dbl), inverted minor (not after interventions) 2♦ minimulti (0-7 HCP with 6crd ♥ or ♠); 3♦ is weak with ♦ 2♥/♠ 10-11 HCP with 6crd ♥ or ♠	After 2♣: 2NT balanced minimum 3♣ unbalanced minimum After 1♣-1♦-1NT: 2♦ is GF and 3♦ is invite	1X (1Y) 2Z 10+ HCP, 5crd, but 2♣ is system-on (10+ with ♣ or (after 1M-opening) 14+ with M). 1♣-1♦-1♥-1♠: GF transfer to 1NT. 1♣-1♦-1♥-2♠: 4th suit forcing GF. 2-way CBS (also after intervention), also after 1♣-1♥-1♠ and after 1♦-1♥-1♠ (XYZ). Help suit trials. After e.g. Ghestem 3 in opener's suit is to play, a cue bid is an invite. 3rd and 4th suit GF. After a reverse bid by opener, we play Lebensohl. 1X (1Y) 1NT does not promise a stopper. Same applies for 1X (1Y) 1Z (pass) 1NT. 1m-1M-2M may be 3crd; 2NT is asking
1♦		3	11+ HCP; see under 1♣	inverted minor, not after interventions 2♣: forcing through 3NT; 2♥/♠: 10-11 HCP with 6crd ♥ or. ♠	After 2♦: 2NT balanced minimum 3♦ unbalanced minimum	
1♥/♠		5	11+ HCP	1NT: 6-11 (12) HCP; 2♣: GF with 4+crd ♣ or 3crd support (not after intervention); 2♦ 5-7 HCP with 3crd support or GF 4+crd ♦ 1♥ -> 2♠ 9-11 HCP, 6+crd ♠; 1♠ -> 3♥ 9-11 HCP, 6+crd ♥ 2NT 10-13 HCP, 3+crd support, also after intervention 3♣/♦ 9-11 HCP, 6+crd ♣/♦ 3NT splinter in suit just below opener's suit, also after intervention	After 1x - 2♣: 2♦: 15+ HCP; 2x: 11-14 HCP, unbalanced; 2y: 11-14 HCP, 4crd other major; 2NT: 11-14 HCP, balanced After 1x – 1y – 2z (reverse): Lebensohl After 1x – 1NT: 2♣ Gazzilli	
1NT			15-17 HCP balanced, 6crd m or 5crd M possible, also semi-balanced with 4crd ♥ and 5crd ♣/♦	Stayman (may be weak) including Smolen, Jacoby (also for ♣/♦, refusal is at least Xxx), Transfer-Lebensohl, Roman Gerber 1430, quantitative 4NT, 3♣ is GF Puppet Stayman, 3♦=GF 5/5 ♣/♦ (then: 3♥=fit ♣, 3♠=fit ♦♣, 3NT=both); 3♥=GF 3154 or 3145; 3♠=GF 1345 or 1354, 4♦=GF 5/5 ♥/♠ (weaker than via Jacoby)	After answer to Stayman 3♦ minor suit ask: 3♥: ♣ suit, 3♠ ♦ suit, 3NT: after 2♦ 4-4 in minors, after 2♥/♠ 3-3 After dbl on Jacoby: pass 2crd, 2♥/♠ 3crd with min., rdbl 3crd with max, 2NT/3♥/♠ system on	After penalty dbl on 1NT we play system-on; after suit showing dbl Transfer-Lebensohl.
2♣	X		Pula2, weak with 5+crd ♦ and 4crd major (or Q9xxx at best) or GF in ♣/♥/♠ or 20-21 or 24+ HCP (semi)balanced	2♦: relay; 2♥: 7+ HCP with ♥/♠ or ♥/♦; 2♠: 7+ HCP with ♠/♦ 2NT: 16+ HCP, asks further description 3♣: natural, non-forcing; 3♦: barrage; 3♥/♠ and 4♥/♠: pass or correct; 4♣: strong with ♦support (Minorwood)	After 2NT: 3♣=weak with ♥, 3♦=weak with ♠, 3♥=strong with ♠, 3♠=strong with ♥ After 2♦: 2♥=SF ♥ or 24-25 NT, 2♠ asks After 2x: 2NT=20-21 NT	After any 2NT-rebid: Puppet Stayman, Jacoby, 3NT= 5/4 MM, 3♠/4♣= transfer (weak or strong), 4♠=5/5 ♦/♣ slam going (4NT sign off, then 5♣ pass/correct); see also below
2♦	X		Multicoloured, weak ♥ or ♠ (6+crd) or GF in ♦ or 22-23 HCP (semi)balanced	2♥ relay; 2♠ forcing for ♥ 2NT relay: 3♣/♦ is weaker weak two in ♥/♠ 3♠/♥ is stronger weak two in ♥/♠ 3/4♥ pass or correct 4♣ asks for transfer to weak two, 4♦ asks suit itself	After 2♠: pass weak two in ♠ 3♣ GF ♣ 3♦ GF ♦ 3♥ weak two in ♥ After 2NT-3♣/♦, 3♦/♥ asks for weak/medium	After 2♥-2♠-2NT: 3x strong weak two with shortness in x, 3♠ weak weak two After 2NT (20-21, 22-23 or 24+) different Jacoby: on 3♦/♥ = 3♥/♠ 3crd support, 3NT <3 en 4x >3 with cue
2♥	X	5/4+	Pula2, weak 5crd ♥/4+crd in any other suit or 6/4 ♥/♠	2♠ confirms ♥ almost GF as trump suit, 2NT asks 2nd suit, 3♣ is to play, 3♦ is game try for 4♥, 4♥ is two-way	After 2♠: bidding a cue or 3♥ After 2NT: second suit, 3♥=♠; 3♠=4/6 ♠/♥	Big NT's: 20-21 via 2♣ 22-23 via 2♦ 24-25 via 2♣ and Kokish 26-28 via 2♣ and Kokish with an extra action, f.i. after 3NT lift to 4NT 29-31 via 2♣ en Kokish with an extra double action, f.i. after 3NT lift to 5NT Weak openings: in 4th seat 10-14 in 3rd seat wider range than in 1st or 2nd
2♠	X	5/4+	Pula2, weak 5crd ♠/4+crd in any other suit or 6/4 ♠/♥	3♣ confirms ♠ almost GF as trump suit, 2NT asks 2nd suit, 3♦ is game try for 4♠, 4♠ is two-way	After 3♣: bidding a cue or 3♠ After 2NT: second suit; 3♠=6/4 ♠/♥	
2NT	X		Weak 5/4 ♣/♦ (vuln. 5/5; 3rd pos. non.v. 4/4) or GF 2- or 3suited hand	3♣/♦: preference, 3♥: strong and asking for void, then 3♠=void, 3NT is no void; after 3♠ asks 4♣ the void: 4♦=♥, 4♥=♠	New suit is GF, to be accepted with anything but the next bid (cue), next bid asks 2nd suit	
3x		6	Preemptive, rule of 2/3/4			
3NT	X	7	Namyats in ♥ or ♠	4♣ asks to bid suits with transfer, 4♦ asks to bid suit itself		
4/5x		7	Preemptive, rule of 2/3/4			
4NT	X	6+/5+	Strong 6+/5+ ♣/♦ or ♦/♣	5♣/♦: to play, 5♥: 6 aces RKC, 5♠: strong in ♣; 5NT: strong in ♦		
Slam inquiry				mixed cue bids, splinters. If cue bid gets doubled: rdbl = A or void (1st), pass is K or singleton (2nd), something else is no control in doubled suit; after intervention: dbl = 1st, pass = 2nd	RKC (1430; with ♣ 3014), Minorwood, asking for trump Q (next bid no Q; 5NT trump Q, no side K, 5/6X=K in X or two K's in other two suits), Lackwood (3014 with next suit), DOPI-ROPI, asking kings: 6X=K, 6trump=0, 5NT 2+ kings (if possible)	